

Alexander Pfister

GREAT WESTERN TRAIL



New Zealand

Rulebook



Kia ora, and welcome to Great Western Trail New Zealand!

Towards the end of the 19th century, you established yourself as a runholder (owner of a sheep station) on the South Island of New Zealand. Recent years have seen your family farm prosper by diversifying your breeds of sheep and increasing the value of your wool.

With the dawn of the new century, difficult challenges have arisen. You must acquire improved and valuable breeds of sheep to ensure the prosperity of your family business and the labourers who work for you. Decide whether to focus on your past strengths or to diversify into new ventures. Will the beginning of the 20th century be as rewarding as earlier years, or will the efforts of others surpass your strategy? Good luck, and kia kaha!

COMPONENTS

1 game board



1 sea routes board



4 player boards

1 per player



4 fee tiles

double sided



5 player count tiles

double sided



28 worker tiles

7 each of:



shepherd



craftsman

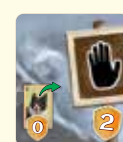


sailor

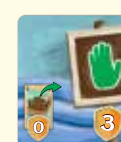


shearer

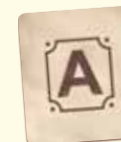
16 hazard tiles



9 rockfalls



7 floods



back of all worker and hazard tiles

34 bonus tiles



back of all bonus tiles

2 bags



4 step tiles



front

back

4 runholders (rancher)

1 per player (not in player colours)



64 player discs

16 per player



4 hats

1 per player



40 storehouses

10 per player



57 coins

32 silver coins with a value of 1 pound



12 exchange tokens



4 ships

1 per player



8 markers for gold and certificates

1 of each per player



25 gold coins* with a value of 5 pounds



1 bonus tiles market token



*For consistency with the other GWT editions, we retained with coins instead of the historically correct paper bills.

Solo mode components:

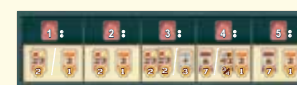
1 specialization tile



17 Sarah's cards



1 Sarah's sheep market tile



1 Sarah's board



93 sheep cards

56 player sheep cards 14 per player:

5 Shropshire 3 Southdown 3 English Leicester 3 Merino



37 market sheep cards

5 Dorset Horn 7 Lincoln 7 Corriedale



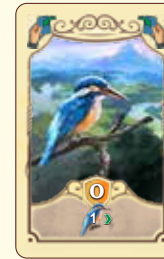
6 Hampshire 6 Ryeland 6 Suffolk



back

56 deck-building cards

18 Romney sheep 12 Sheepdog 14 Ferry 12 Kötare bird



5 additional cards tiles

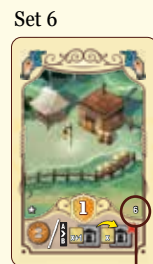
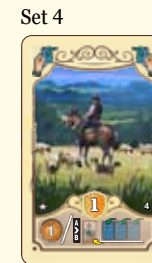
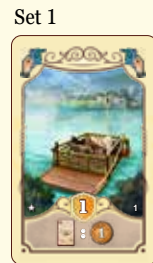


4 bonus cards tiles



60 bonus cards

6 per set:



All set cards carry their respective set number.

One card of each set is marked with a white star.

8 harbourmaster tiles



back

8 neutral building tiles



Each neutral building tile that will be flipped during the game is marked with a 1 on its front.

Each neutral building tile is marked with a capital letter (A to H). Four of them are double sided and have a 11 icon on their back.

40 private building tiles 10 per player, double sided



Each private building tile is marked with a number (1 to 10) and a lowercase letter (a or b), depending on its side.

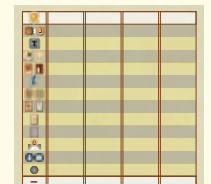
24 objective cards



1 neutral buildings overview tile



1 scoring pad



GAME BOARD SETUP



6. From the Wellington supply, first pick **1 of each worker type** (with an **A** on their back) and place these 4 worker tiles face-up onto the indicated spaces of the top row in the *job market*.

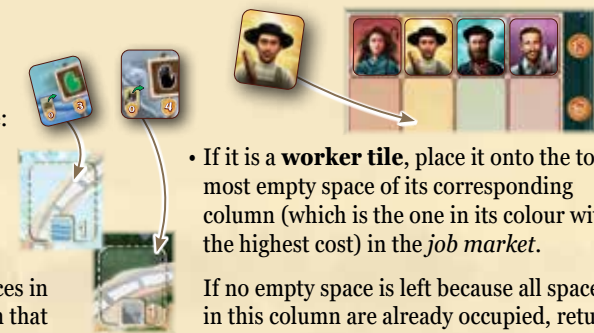
Then, depending on your player count, draw a number of **A** tiles from the Wellington supply:

- **In a 2-player game:** Draw 12 tiles.
- **In a 3-player game:** Draw 13 tiles.
- **In a 4-player game:** Draw 14 tiles.

Where a tile is placed depends on its type:

- If it is a **hazard tile**, place it in its corresponding hazard section (flood or rockfall) onto the empty space with the lowest number (starting at space 1).

If no empty space is left because all spaces in this section are already occupied, return that tile to its bag and draw a new tile.



- If it is a **worker tile**, place it onto the top most empty space of its corresponding hazard section (which is the one in its colour with the highest cost) in the *job market*.

If no empty space is left because all spaces in this column are already occupied, return that tile to its bag and draw a new tile.

7. Start drawing tiles with a **B** on their back (which include only bonus tiles) from the Wellington supply. Put these bonus tiles one after the other in the *bonus tiles market* as follows:

Start at the top row and place the first drawn tile onto the space directly beneath the **player count sign** of your actual player count. Place the next tile onto the space to the right of that tile and continue like this rightwards.

After you have placed a tile onto the rightmost space of the top row, continue along the second row, where you place the next tile yet again onto the space in line with your player count sign.

Then continue like this rightwards until you place a tile onto the space to the left of the *bonus tiles market token*. This is the last tile. So depending on your player count, there are now 3, 5 or 7 bonus tiles in the bonus tiles market.

3-player game example:



8. Now fill the 4 *foresight spaces* in Wellington with tiles from the Wellington supply:

- Draw 2 tiles with an **A** on their back and place them face-up onto the two foresight spaces marked with A.
- Draw 2 tiles with a **B** on their back and place them face-up onto the two foresight spaces marked with B.



9. Shuffle the **37 market sheep cards** and place them as a face-down *market stack* beneath the lower right of the game board. Depending on your player count, draw a number of sheep cards from this stack:

- **In a 2-player game:** Draw 9 cards.
- **In a 3-player game:** Draw 11 cards.
- **In a 4-player game:** Draw 14 cards.

Sort the drawn cards by colour and place them face-up beneath the game board in the *sheep market*, forming an overlapping row in which the left side of each card is visible. For clarity, the cards of this row should be arranged in the following order from left to right: orange, red, yellow, blue, brown, purple (not all colours may be present though).

10. Shuffle the **24 objective cards** and place them as a face-down stack to the right of the game board. Then reveal 4 cards from this stack and display them face-up in a column below the stack. This display is called the *general objective display*.

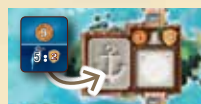
11. Place the **16 Romney sheep cards**, the **12 Sheepdog cards**, the **14 Ferry cards**, and the **12 Kōtare bird cards** on the left side of the game board.

For a better overview you may optionally place the **5 additional cards tiles** above their corresponding stacks of cards.

This display is called *deck-building supply*.

1. Place the **game board** in the middle of the table and the **sea routes board** above it.

2. Shuffle the **8 harbourmaster tiles** and place one at random face-up onto each of the **5 harbourmaster spaces** on the sea routes board. Return the remaining 3 harbourmaster tiles to the box.



3. Take the **8 neutral building tiles** and place one face-up (thus the four double sided with the **11** icon visible) onto each of the **8 neutral spaces** on the game board:

- If this is your first game, place each tile onto the space marked with its matching letter (A to H).
- In subsequent games, you may shuffle the tiles and distribute them at random (still, all face-up).



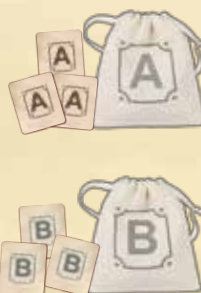
4. Place the **bonus tiles market token** onto the top dashed round space in the *bonus tiles market*.



5. Take the **28 worker tiles**, the **16 hazard tiles** and the **33 bonus tiles** and turn them face-down. Sort them by the letters on their back (A and B) and put them into their corresponding *bags*.

Place the bags next to the game board (close to Wellington).

These bags are called the *Wellington supply*.



12. Pick the one card marked with a *white star* ★ from **each** of the **10 bonus cards sets**. Shuffle those 10 picked cards, draw randomly a total of 4 of them and return the 6 leftover cards to the box. To **each** of these 4 drawn cards, add a certain number of the remaining 5 cards from their set (which is indicated by the *set number* on the lower right), depending on your player count:

- **In a 2-player game:** Add 2 cards for a total of 3 (and return the 3 leftover cards to the box).
- **In a 3-player game:** Add 4 cards for a total of 5 (and return the leftover card to the box).
- **In a 4-player game:** Add all 5 cards for a total of 6.

Then place the **4 bonus cards tiles** next to the sea routes board and the stack with the **lowest** set number (out of the 4 determined sets) below the tile with the **steering wheel** ⚙️. The stack with the **second lowest** set number goes below the tile with the **barrel** 🗳️ and the stack with the **second highest** set number below the **bell** 🔔. Finally place the stack with the **highest** set number below the bonus card tile with the **compass** 🧭.

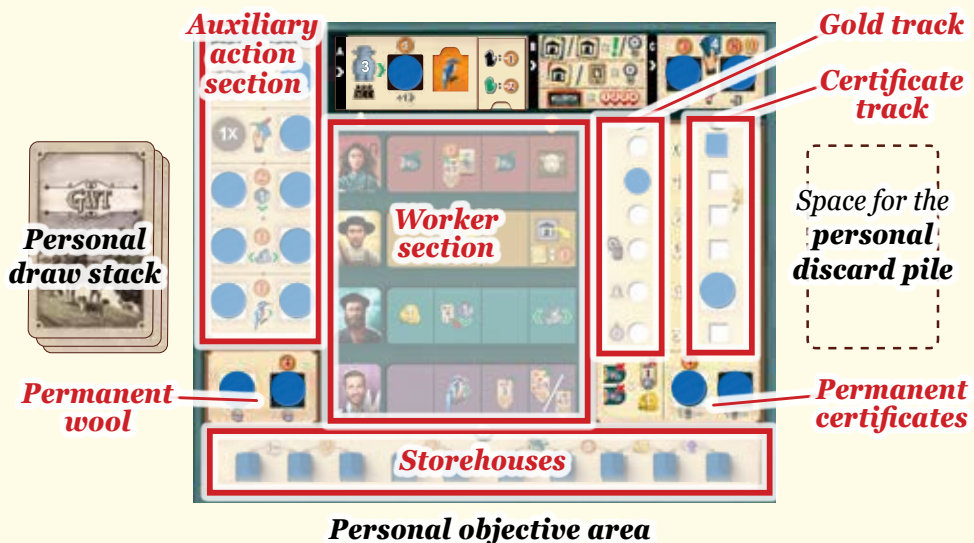
This display is called *bonus cards supply*.

(The back of 3 bonus card tiles shows a reminder whose use is explained in detail on page 17.)

13. Place a number of **step tiles** equal to your player count onto the respective orange space next to the *pathfinder track*. E.g., 3 step tiles in a 3-player game next to space 4 of the pathfinder track or 4 step tiles in a 4-player game next to space 6 of the pathfinder track.

14. Place the **coins** and **exchange tokens** within reach of all players as a general supply. This supply is called the *bank*. Also place the *neutral buildings overview tile* next to the game board.

PLAYER SETUP



15. Each player chooses a player colour.

You receive the **player board** of that colour (identifiable by the 16 round coloured spaces) and place it in front of you.

In addition, you also receive a **player count tile** that shows the appropriate player count and a **fee tile**. Place both in the *Phase A* box of your player board, with the fee tile on the right showing two coins with -1 and -2 on them (the side with the crossed out hands may be used later in the game).



16. You receive the **10 private building tiles** of your colour.

These building tiles are double sided and each is marked with a number (from 1 to 10) and with the lowercase letter 'a' on one side and the lowercase letter 'b' on the other.



- In your first couple of games, turn your private building tiles to the **a-side** and display them in an ascending order of *required craftsmen* above your player board.
- As you know the game better, you may try the following: Choose a player who determines the side of each of the building tiles at random (for example by tossing them in the air) and then displays them in ascending order of required craftsmen above their player board. Afterwards all other players copy the display by turning their tiles to the same sides.

Thus, for the remainder of the game, the side of each building tile is identical for all players. No one may deliberately flip a building tile to its other side.

17. You also receive the following items of your colour:

16 discs—which you place onto your player board to cover up each of the 16 coloured disc spaces. (Only the 2 gray spaces in the upper left remain empty.)

10 storehouses—which you place onto your player board to cover up each of the 10 coloured square spaces.

1 ship—which you place onto a *starting water-space* on the sea routes board.

1 certificate marker—which you place onto the top space of your certificate track (next to the 0).

1 gold marker—which you place onto the second space of your gold track (next to the 1; thus you start with 1 gold).

1 runholder—which you place next to your player board for now.



18. Then you receive the **14 player sheep cards** that are marked with your colour.

These 14 cards make up your *flock deck*.

Shuffle your flock deck and place it as your face-down *personal draw stack* to the left of your player board.



19. Finally, determine a **starting player**, the other players will follow in clockwise order. Receive your **starting capital** and **1 exchange token** from the bank and draw cards from your personal draw stack to add them to your hand according to this chart:

- **1st player:** 7 pounds, 4 cards and 1 exchange token
- **2nd player:** 8 pounds, 5 cards and 1 exchange token
- **3rd player:** 9 pounds, 6 cards and 1 exchange token
- **4th player:** 10 pounds, 7 cards and 1 exchange token

You are now ready to start the game.

Important: At the beginning of your very first turn of the game, discard cards from your hand until you have only 4 remaining. Discarded cards go to your *personal discard pile*.

Then place **one of your player discs** from a disc space with **white corners** onto space 0 of the *pathfinder track*. You may choose the same disc as a previous player. (See the white box on page 9 for the rules of clearing disc spaces on your player board.)

Afterwards, place your runholder onto **any neutral building tile** and continue directly with *phase B*. You may start on the same building tile as other players.

OBJECT OF THE GAME

In *Great Western Trail New Zealand*, you move your runholder along a trail that winds and forks from the lower left corner of the game board to Wellington in the upper right. Along your path, you perform actions that provide you with various ways to earn victory points. For example: placing private building tiles, buying sheep from the sheep market, upgrading harbours and removing hazards.

Each time your runholder reaches Wellington, you deliver sheep to a local or foreign trading post, which may also be worth victory points. Afterwards, your runholder continues its movement again in the lower left corner of the game board. In an average game, your runholder will usually reach Wellington 5 or 6 times.

All victory points are awarded at the end of the game. Then, you add up the victory point icons on the various components in front of you as well as the ones marked with your colour on the game board and the sea routes board. The player with the most victory points wins the game.

Flock deck

What is your flock deck?

Your *flock deck* represents your flock, which you lead along the trail. Each sheep card of that flock represents one animal of a specific sheep type, clearly denoted by the card's colour as well as its *breeding* and *wool* value.

Each player starts with an identical flock deck of rather low breeding and wool values.

However, during the game, you can improve your flock deck by adding sheep cards with higher breeding or wool values as well as deck-building, bonus and objective cards to it.

Your flock deck is made up of the following parts:

- Your face-down personal draw stack to the left of your player board.
- Your hand cards that you draw from that draw stack according to your hand limit (you start with a hand limit of 4 cards).
- Your face-up personal discard pile, onto which you place any cards that you discard from your hand as well as any cards you acquire during the game.



Important: When you must draw a card from your personal draw stack but have no cards left in that stack, then (and only then) pick up your personal discard pile, shuffle it thoroughly and place it as your new face-down personal draw stack to the left of your player board. Then continue to draw cards from it as usual.

What is the purpose of the sheep cards?

On the locations of the trail, there are several actions that require specific sheep cards to be discarded from your hand in order to gain rewards.

Also, each time you reach Wellington, you want to have many different types of sheep with high breeding values in your hand. The more varied and valuable they are, the more money and victory points are in store for you. (See pages 9 to 11 for details.)

Finally, each sheep card also displays the wool value of that particular breed. Selling wool is an additional way of obtaining pounds during the game. (See page 16 for details.)

What is the purpose of the deck-building and bonus cards?

These cards are very helpful and make each deck and hence each game unique. They make your strategy stronger or turn it in a different direction – depending on your decisions.

GAMEPLAY

Beginning with the starting player (the one with a starting capital of only 7 pounds), players consecutively take turns in clockwise order.

On your turn, you must carry out all of the following phases in this order:

PHASE A

Move your runholder to another location along the trail

PHASE B

Use the action(s) of your reached location

PHASE C

Draw up to your hand limit

Then it is the next player's turn.

Note: The 3 boxes at the top of each player board give an overview of the 3 phases.



PHASE A

Move your runholder to another location along the trail

What is considered a location?

The main location of the trail is Wellington. Furthermore, any **tile** that is placed on a space of the trail is considered a location (so every building tile as well as every hazard tile).

Spaces without any tile are considered an unimpeded part of the trail and are NOT locations!

In this phase, you must move your runholder from its current location along the trail to another location.

For this, bear the following rules in mind:

- The movement of your runholder is measured in **steps**. **Each location** along your path takes **1 step** (remember, empty spaces along the trail are not considered locations).

Example: To move to this neutral building tile, **Mary's** runholder could either move 2 steps by passing over the red private building tile or 3 steps by passing over the 2 rockfall hazard tiles.



- You must always move your runholder **forward** along the intended direction of the trail as indicated by the arrows. If the trail forks, choose one of the available paths to continue along. (A path is always used in one direction only.)
- You are not allowed to pass over Wellington. So when your runholder reaches Wellington, they must end their movement there.
- The runholders of the other players do not interfere in any way with your own runholder. Several runholders can be on the same location.
- You must move your runholder **at least 1 step** and are not allowed to move them more steps than the current **step limit** your player board indicates. (Depending on your player count, you start with a step limit of 3 or 4, which can be increased during the game.)
- The location on which your runholder ends their movement (either because you want them to or because your step limit is exhausted) is the location you use in phase B.

Example:



In this case, **BLUE** has a step limit of 3,



while **RED** has a step limit of 5.

(How to clear this disc space and how to receive the orange step tile will be explained later.)

Attention: Several locations show a green or black hand. If your runholder moves to or passes over such a location, you must **immediately** pay a fee:

- If it is a hazard tile, you must pay the fee to **the bank**.
- If it is a private building tile of another player, you must pay the fee **to that player**.



The fee depends only on the colour of the hand (regardless of player count):

- each black hand costs 1 pound
- each green hand costs 2 pounds



Example: In a 3-player game, **Mary** has 2 pounds left. If she moved her runholder along the lower path (red arrows), she would need to pay those 2 pounds to **Dave**, since his private building tile would be the first location on **Mary's** way and has a green hand. Then, when moving on to **John's** private building tile with the black hand, **Mary** would not have any money left to pay. This would be no problem for her, as she just could move on anyway.

However, **Mary** instead opts for the upper path (blue arrows): There she must pay 2 pounds to the bank for passing the first rockfall hazard tile with a green hand. Afterwards she just keeps moving on as usual (over the second rockfall hazard tile towards the neutral building "B"). She opted for the upper path because she would have lost her 2 pounds either way. But on the upper path at least she avoided paying those directly to an opponent.

Important: If you cannot pay for some or all of the hands along your path, you are still allowed to move. This means that if your runholder moves to or passes over a location whose fee you cannot pay, pay as much as you can and continue as usual.

You never pay fees retroactively, even if you receive money while still at a location whose fee you could not pay before.

This **only** applies to fees levied by hands. All other costs and requirements in the game must always be paid/met in full.


PHASE B

Use the action(s) of your reached location

After moving your runholder, use the location on which they ended their movement. However, your options on the location differ depending on whether it is:

- 1) A neutral building tile *or* a private building tile of your own colour
- 2) A private building tile of another player *or* a hazard tile
- 3) Wellington

1 On a neutral building tile or a private building tile of your own colour, you have two options:

EITHER use the local action(s) of that tile **!** **OR** use one single auxiliary action 

! Use the local action(s)

Most building tiles show two different *local actions* on their bottom half. These actions are separated from one another by full-length dividers. (Only a few building tiles show just one or more than two local actions.)





1 local action



2 local actions




3 local actions


- You may now perform **each** of that tile's local actions **once**.
- You may perform these local actions in **any order** (i.e., without combining them).
- You do not have to perform all of the available local actions. But if an action shows a cost or requirement, you have to pay/meet it completely in order to gain that action's reward.
- A few tiles show two actions (separated by a white slash) within the **same** local action. You are only allowed to perform **one** of those actions. 
- Some spaces of the trail have *risk actions* attached. If a building tile is placed on such a space, the risk action becomes part of that tile's local actions and thus can be performed by its owner each time that player reaches the location. 

risk action

The individual local actions are explained in detail on pages 12 to 18.

Use one single auxiliary action

If you do not perform **any** of the local actions of the reached tile, then and only then may you perform **one single auxiliary action** instead. 

Your auxiliary actions can be found on the left side of your player board in the *auxiliary action section*. 

At the beginning of the game before your first turn, only 2 of them are available. Each of the other auxiliary actions become available after you have cleared at least one of its two disc spaces (you will soon learn how to clear more of them).

The individual auxiliary actions are explained in detail on page 18.



Example: *Mary* has ended her runholder's movement on a private building tile of her colour. She may now perform each of that tile's local actions once (in any order):

1. She may discard two sheep cards of the same type from her hand to her personal discard pile to gain 3 pounds from the bank.
2. She may invest in a bonus tile from the bonus tiles market.
3. She may use the attached risk action to discard one sheep card from her hand to her personal discard pile and move her gold marker one space forward on her gold track.




If she cannot or does not want to perform one or more of those actions, she simply forfeits them. But only if she forfeits all of them is she allowed to perform one single auxiliary action instead.


2 On a building tile of another player (meaning a different player colour than yours) or a hazard tile, you have only one option:

Perform **one single auxiliary action** (see left). 

Note: This means that you will usually try to reach a neutral building tile or a building tile of your own colour, because only there can you perform local actions.

Example: If *Mary* had ended the movement of her runholder on any of these tiles, she would have to immediately pay 1 pound and could only perform one single auxiliary action. 

3 When you reach Wellington, you **must** carry out all of the 4 Wellington subphases in succession.

To make sure that you do not forget any subphases, you may move your runholder along the numbered spots and perform the corresponding subphase before moving on to the next spot. 

PHASE B

Use the action(s) of your reached location (continued)

By placing your disc onto a trading post space, you may gain or lose victory points at the end of the game and may trigger a *delivery action* which you **must** perform immediately (e.g., gain pounds, gain a specific card, etc).

For each disc you place on trading post 0, immediately gain 6 pounds from the bank. At the end of the game, you lose 8 victory points for each of your discs there.

Most other delivery actions that you trigger when placing one of your discs onto a trading post space will add a specific card to your discard pile (and thus your deck). Depending on the depicted icon, you **must**:

- EITHER take the shown card from its supply and place it onto your personal discard pile
- OR if it is an **objective card** immediately choose one from the general objective display, place it face up onto your personal discard pile and replenish the display if necessary. (*For details see “Gain one objective card” on page 17.*)

Finally, check whether you need to pay any *transport costs* for your delivery. Those in general are only applied for disc spaces with dark corners.

If you can't immediately pay the transport costs (including potential disc clearing cost) you have to choose a different combination (or trading post).

Note: Since you gain your income beforehand, you are always able to pay any transport costs arising, but this may not be true for clearing disc spaces at the same time. These combined costs must always be paid/met in full before, as usual.

Example continued:

With her total breeding value of 10, **Mary** could deliver up to the local trading post 9. If she chooses to do so, she places one of her discs from her player board onto the corresponding trading post space. She triggers the delivery action “gain one objective card” and must take one according the usual rules. Finally, she has to pay transport costs of 3 pounds as depicted.

Instead of local trading post 9, she could have chosen 3 or 0 for her delivery (but not 6 nor 1 as she had delivered there before). However, if she would have chosen 3 or 0 for her delivery, she could only place a disc from a disc space with white corners.



Attention: The victory points in the green arrow are only applied at game end when both adjacent local trading post spaces have one of your discs on them.

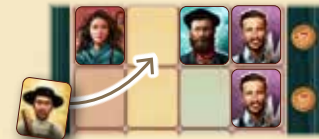
Transport costs



3 4 **Foresights (A & B):** Each of the 2 tiles that you choose in subphases 3 and 4 must immediately be moved to its corresponding section:

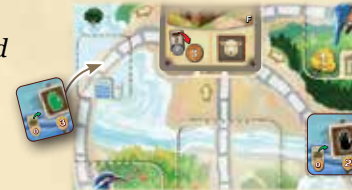
Worker tile

If it is a **worker tile**, place it onto the most expensive (i.e., the farthest up) free space of its worker type column in the *job market*. If no spaces remain for workers of that type in the job market, remove this worker tile from the game by returning it to the box.



Hazard tile

If it is a **hazard tile**, place it in the corresponding *hazard section* (flood or rockfall) onto the empty space with the **lowest** number. If no hazard spaces of that type remain, remove this hazard tile from the game by returning it to the box.



Bonus tiles

If it is a **bonus tile**, place it onto the next free space of the *bonus tiles market*. To determine that next free space, apply the following rules:

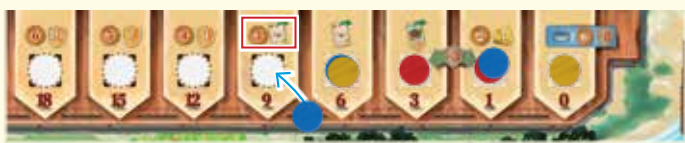
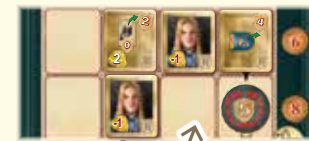
- The tile must **always** be placed in the row where the *bonus tiles market token* is located.
- The spaces of that row must always be filled from **left to right**.
- If you are playing with fewer than 4 players, also consider the following:

In a 3-player game, each row only comprises 3 spaces (starting beneath the 3-player count sign) and the entire left column is left empty.

In a 2-player game, each row only comprises 2 spaces (starting beneath the 2-player count sign) and both left columns are left empty.

- The last space to be filled in each row is always the one with the bonus tiles market token. And as you place a bonus tile onto this space, move that token along the arrow to the dashed round space of the next row.

3-player game example:



PHASE C

Draw up to your hand limit

When the bonus tiles market token is moved to the next row along a black arrow, nothing in particular happens. However, when that token is moved along a **yellow or turquoise arrow**, you must **immediately** either fill up the *sheep market* or *flip the 4 neutral building tiles* to their back showing the **II** icon.

Refill sheep market

Draw from the market stack as many cards as it takes to bring the cards in the sheep market up to their initial number:

- **In a 2-player game:** Fill the sheep market up to its total of 9 cards.
- **In a 3-player game:** Fill the sheep market up to its total of 11 cards.
- **In a 4-player game:** Fill the sheep market up to its total of 14 cards.



As in the setup, sort all sheep cards by colour and place them face up in an overlapping row in which the left side of each card is visible. For clarity, the cards of this row should be arranged in the usual order from left to right: orange, red, yellow, blue, brown, purple.

- If you must fill up the sheep market but the number of sheep cards in the market is already equal to (or higher than) the total for your player count, don't add any cards to it.
- If the market sheep stack is empty, no more cards are added to the sheep market.

Flip the 4 neutral building tiles

When the bonus tiles market token is moved to the next row along the turquoise arrow, flip the 4 neutral buildings with the **I** on their front to their back which shows a **II** (as depicted on the *neutral buildings overview tile*).



Runholders on any of the 4 flipped neutral buildings remain on this tile's back. They continue their movement from there as usual.

The actions of the now hidden front side are no longer accessible. From now on, these 4 neutral buildings offer modified options for their actions.

For the rest of the game, these 4 neutral buildings remain flipped showing their back (with the **II**) face-up.



After finishing the 4 Wellington subphases, carry out these two final steps:

1) Move your runholder to the start of the trail, by placing them onto the *horseman space* in the lower left corner of the game board. The next time it is your turn, the movement of your runholder starts from there.



2) Refill each of the 2 empty foresight spaces in Wellington with tiles drawn from the Wellington supply. Make sure that onto each space you place a face-up tile whose letter on the back matches the letter of that space.



End of game

If the bonus tiles market token is moved from the bottom row along the **red arrow**, the end of the game is triggered (see page 19).



Each player starts with a *hand limit* of 4 and can increase it up to 6. If you have fewer cards in your hand now than the current hand limit your player board indicates, bring their number up to that limit by drawing as many cards from your personal draw stack as you lack. (If necessary, shuffle your personal discard pile and use it to replace your run-out draw stack as described on page 6.)

Note: During this phase you may **not** play any deck-building or bonus cards.



Then it is the next player's turn.

Example: *Mary* has a hand limit of 5 cards (because she already cleared one of the relevant disc spaces on her player board). In phase B, she discarded 2 cards from her hand in order to perform a local action. As that left her with 3 cards in her hand, she must now draw 2 cards to bring her hand back up to 5. As she has 1 card left in her personal draw stack, she draws this card. Note that even though the card she drew is a deck-building card, she may not play it now.



First she must create a new personal draw stack (because it is empty) from her personal discard pile. She will do that right before she has to draw the next card. Then, when she has completed Phase C, she could play the drawn deck-building card on her next turn.



ACTIONS

The Actions

The main source of actions in the game are the **local actions** of the neutral building tiles and of your private building tiles, though there are a few other situations in which actions might be triggered (delivery actions, single auxiliary actions, etc.).

However, irrespective of the situation in which actions are performed, the actions themselves are always represented by the same icons. So wherever the same icon appears, it refers to the same action.

We start with a few general notes and explanations. After that, the local actions of the tiles will be explained in detail as well as the final scoring and some special cases.

Attention: Quite a few actions consist of a specific *requirement* and a specific *reward*. Only if you meet the requirement are you allowed to gain the reward. Requirements are usually associated with red (red arrows or red numbers), while rewards are usually associated with green and white (green arrows and/or white numbers).


1 Requirement

2 Reward



Important: You are allowed to forfeit a reward completely or in part even though you meet the requirement. However, if you receive an amount of pounds as a reward, you **must** take that entire amount. Also, if you receive a card due to a delivery action (of a local/foreign/wool trading post), you **must** take that card as well.

The most frequent requirement is discarding cards. Wherever an action shows one or more cards with a **red arrow**, you must discard the **exact** depicted card(s) **from your hand** to your face-up **personal discard pile** in order to gain the reward shown next to it. (As mentioned on page 8, you can perform the action only once, no matter how often you would be able to meet the requirement.)

Attention: If a specific card is meant, it is represented by its colour and breeding value. In addition, the specific victory points of the meant card (at the bottom) are indicated for better distinguishability. In case a player sheep card is addressed, the respective symbol  is depicted.



Examples of discarding actions:

Requirement

Reward

Discard exactly **one** black sheep card (“Southdown”).



Gain 3 pounds.

Discard exactly **two** sheep cards of the **same type**.



Gain 2 pounds.

Discard exactly **one** sheep card of **any type**.



Move your gold marker 1 space forward.

Discard exactly **one** sheep card of **any type**.



Move your certificate marker 1 space forward.

Discard exactly **one** sheep card of **any type**.



Gain pounds equal to that sheep’s total wool value (plus your permanent wool).

For the remainder of this rules explanation, keep the following terminology in mind:

- Whenever we speak of **DISCARDING A CARD**, it always implies that you must place the card **from your hand** face up onto your **personal discard pile**.
- Whenever we speak of **GAINING A SPECIFIC AMOUNT OF pounds**, it always implies that you must take that **exact amount from the bank**.
- Whenever we speak of **PAYING A SPECIFIC AMOUNT OF pounds**, it always implies that you must return that **exact amount to the bank**.
- Whenever we speak of **MOVING YOUR CERTIFICATE MARKER FORWARD**, it always implies that your certificate marker is moved forward on your **certificate track**. You can move it as many spaces forward as the particular action icon indicates. However, you can never move your certificate marker beyond your temporary certificate limit (which is 3 at the beginning of the game).
- Whenever we speak of **MOVING YOUR GOLD MARKER FORWARD**, the same rules apply as described above for the certificate marker (while your gold limit is always exactly 5).
- Whenever we speak of **MOVING YOUR SHIP**, you may move it in any direction and/or upgrade a harbour if possible. (See page 15 for details.)



With this action icon, you can move your certificate marker 1 space forward.



With this action icon, you can move your certificate marker up to 2 spaces forward.



Whenever you move your certificate marker on the certificate track from 0 or 1, to 2 or further, you also move your gold marker 1 space forward.



Large harbour

Upgrading a *large harbour* works similarly to upgrading a small harbour. However, you do not have to pay any upgrade cost. You just place your storehouse on one of the four storehouse spaces as usual. Then check whether you unlocked a permanent or immediate bonus on your player board due to placing that storehouse. After you placed it, you enable another option for one of your future deliveries.

If you later want to place one of your discs on a large harbour, you must pay the depicted transport costs on that foreign trading post crest to the bank as always. On each of these large harbours foreign trading posts, you may place only one of your player discs as usual. In case that large harbour involves a foreign wool trading post, you can only deliver there when you shear your sheep (see the paragraph below).

You are not obliged to deliver to a foreign trading post of a large harbour only because you have a storehouse there.



Shear your sheep

When you perform this action, you may reveal up to as many **different** sheep cards from your hand as you have shearers in your shearer row. To determine your total wool value, sum up the wool values of each different type of sheep that you just revealed from your hand and add all permanent wool you have. (Ignore any victory points or breeding value on your sheep cards.)

Once your total wool value is set (including permanent wool unlocked on your player board or from a bonus tile), take that many pounds from the bank and place them in front of you. You can do this only **once**, per “shear your sheep” action. You cannot reveal any deck-building or bonus cards at this moment that are not sheep. Then discard **all** sheep cards you **revealed** from your hand to your personal discard pile.

The wool value for which you just received money might allow you to also place one of your player discs from your player board onto a wool trading post on the sea routes map. There are three local wool trading posts (with the values 5, 9 and 13) that are available from the beginning of the game and two foreign wool trading posts which you may unlock by upgrading their associated large harbour.

The crest of each wool trading post shows a wool value that corresponds to your just determined sheep's total wool value. To place a disc, check which wool trading posts are equal to or lower than your sheep's total wool value (determined before). Bear in mind, however, that you are not allowed to choose any wool trading post to which you sent wool before (i. e., that already has one of your discs on its wool trading post space).

The only exception to this rule is the wool trading post with value 13. You may send wool to this wool trading post even if you already have one or more of your discs there.

Once you have decided on a wool trading post, place one of your player discs onto its wool trading post space. (If other discs are already there, put it on top of those.) Take that player disc from any of the disc spaces of your player board but remember that there are two types of disc spaces: Those with white corners and those with dark corners.

1. A disc from a disc space with white corners can be placed onto any wool trading post space.
2. A disc from a disc space with dark corners, however, can only be placed onto a wool trading post space that also has dark corners.

By clearing a disc space of its disc this way, you unlock its ability. Note that some of the disc spaces have additional requirements or give rewards for clearing them. (For further details on clearing your disc spaces, see the white box on page 9.)

Attention: The respective small harbour connected to the very last space of each of the three sea routes is special. You may upgrade one of these as usual (by paying the upgrade cost and placing a storehouse there). But if you do, you **must** reset your ship to the starting space (after you took a compass bonus card).



At the end of the game, you gain the 4 victory points depicted on the yellow arrows in the upper left of the sea routes board only if both adjacent small harbours have one of **your** storehouses on them.

Example: In phase B, **Mary** uses the neutral building tile “E”. She puts her first shearer to use to draw and discard a card as she is hoping to draw her “Ryeland” which would help her reaching the value of 13 for that specific local wool trading post.

Unfortunately, she only draws one more “Shropshire”, of which she already has two in her hand. So she discards that one.

At this time **Mary** cannot use that building's single auxiliary action to draw and discard a card, because she is still in the middle of the “shear your sheep” action. But that's the risk she took and now she reveals 3 different sheep cards from her hand as she has three shearers left unused in her worker section:

- a “Merino” (wool value: 3)
- a “Lincoln” (wool value: 4)
- and a “Shropshire” (wool value: 1)

She adds up their wool value (8) as well as her (1) unlocked permanent wool. For the result of a total of 9 **Mary** takes that many pounds from the bank and places a disc from a disc space with dark corners on the local wool trading post 9. She pays 5 pounds delivery costs and takes a “Romney” sheep.

If she would not have had three shearers left, or no permanent wool unlocked and did not reach a wool value of 9, she would not have been able to place a disc.



1 Any shearer that you **do not** put to use to shear your sheep you **may** instead use in the following way: Draw 1 card from your personal draw stack. Then immediately discard 1 card. You may do this at any given moment while performing this action (so even before you shear your sheep). How you use each of your shearer is up to you, as long as you make sure that each of your shearer is only **put to use once** during this action.

Note: Each wool trading post disc space with dark corners gives you a “Romney” sheep card, which you must take (as long as the supply is not depleted) as this is a delivery action that you must perform immediately as usual. Place it face up onto your personal discard pile.

END OF THE GAME

The end of the game is triggered when you place a bonus tile onto the **last space of the bonus tiles market** while carrying out subphase ④ in **Wellington**. As this makes the bonus tiles market token move along the **red arrow** out of the bonus tiles market, immediately take the bonus tiles market token and place it in front of you. Afterwards, refill any empty foresight spaces at the end of your turn. This was your **last turn**.

Important: On your last turn, you do **not** carry out phase C (i.e., after carrying out phase B on your final turn, you do not draw up to your hand limit).

Then, **each of the other** players has **one final turn**, in which they move their runholder as usual and use the reached location. Players that move to Wellington during their final turn also carry out the 4 subphases as usual. However, if they choose a bonus tile from the foresight space B when performing subphase ④ it is removed from the game. At the end of their turn (after carrying out phase B), they must refill any empty foresight spaces. When the last player has finished their final turn (without carrying out phase C), the game ends.



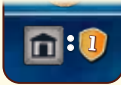
The final scoring

Take the **scoring pad** and go through its 12 categories. In each category, write down the victory points for each player as follows:

- 1  Gain 1 victory point for every 5 pounds that you own.
- 2  Gain the sum of the victory points printed on each of your private building tiles that is placed **on** the game board. 
- 3  Gain the sum of the victory points that you have unlocked with your discs on all the trading post crests (i.e., including the local, foreign and wool trading posts). Any negative victory points must be subtracted of course. (Thus, even negative sums are possible.) *See page 10 for details.* 
- 4  Gain the sum of the victory points that you have unlocked with your discs and storehouses on small and medium harbours on the sea routes board. *See page 15 for details.* 
- 5  Gain the victory points that you have unlocked with your disc on the pathfinder track. (These points are either depicted next to your disc or below it, at the most recent unlocked victory point space.)
- 6  Gain the sum of the victory points printed on each of the collected hazard tiles and bonus tiles in front of you.
- 7  From your deck (personal draw stack, hand cards and personal discard pile), seek out all bonus cards (except bonus objective cards) and sheep cards that have victory points on them. Then gain the sum of those victory points. 
- 8  Seek out all objective cards (including bonus objective cards) that you still have in your deck. For each of those, you must decide whether you want to remove it from the game or add it to your personal objective area now (without using its immediate action). Afterwards, check each objective card in your personal objective area to see if you have fulfilled each of its tasks **individually**. For all cards that are entirely fulfilled, sum the positive victory points printed on them. For all cards that you have not fulfilled completely, subtract the negative points printed on them. Then gain the result as your victory points (this can also be a negative result). *See page 17 for details.*
- 9  Gain the sum of victory points generated by the *individual tasks* of the harbourmaster tiles that you have in front of you. These individual tasks (see chart below) are **totally independent** of the tasks on objective cards.
- 10  Gain 3 victory points if you managed to clear this disc space (hand limit) on your player board. 
- 11  Gain 4 victory points for each worker that is placed on the fifth space of any row in your worker section. Additionally, gain 2 and/or 4 victory points if you managed to clear the corresponding pair of storehouses on your player board. 
- 12  Gain 5 victory points if you have the bonus tiles market token in front of you.

After totaling all the categories, the player with the most victory points wins the game! In the case of a tie, the victory is shared.

The individual tasks of the harbourmaster tiles:

- | | |
|--|---|
|  Gain 1 victory point for every certificate you have (no matter if they are permanent or temporary). |  Gain 1 victory point for every 2 storehouses that you have placed onto the sea routes board. |
|  Gain 1 victory point for each of your objective cards in your objective area (whether you fulfilled them or not). |  Gain 1 victory point for each of your private building tiles that is placed on the game board. |
|  Gain 1 victory point for each hazard tile you have collected (of any kind). |  Gain 1 victory point for each card in your deck that shows a ferry (this includes also the bonus cards of Set 1). |
|  Gain 2 victory points per 5 spaces you advanced on the pathfinder track. |  Gain 1 victory point for every 2 worker tiles in your worker section (including the ones printed on your player board). |

General notes and special cases:

- Money and exchange tokens are considered **unlimited**. If the bank should run out, use something else as a substitute.
- If the objective stack should run out, the vacant spaces in the general objective display are not refilled anymore. If the general objective display is empty, no new objective cards can be gained. The same is true for all 4 stacks of deck-building cards and the bonus cards supply.
- You are allowed to look through the cards of your **personal discard pile** at any time. You are **not** allowed to look at the cards of your **personal draw stack**.
- If you must place a disc onto a trading post space during delivering or onto a harbour space while upgrading it, some special cases can occur:
 - If you are supposed to place a disc onto a space with white corners, but only happen to have discs on disc spaces with dark corners left, you are allowed to place a disc from a disc space with dark corners onto a space with white corners.
 - If you are supposed to place a disc but are unable to (because you have none left or cannot pay for their removal), remove one of your discs from a medium harbour of your choice and place that one instead (if none of your discs is on a medium harbour, you do not place one).
- If you replace a building while your runholder is on that building, you are **not** allowed to immediately use the new building's local actions, **in case** you already used an action, that was part of the replaced building (i.e., if you did not use any action of the replaced building, you may use the local actions of the new building).
- If you remove a hazard tile on which there are any runholders, leave those runholders on the empty space. They continue their movement from there as usual.
- When you **reveal** cards from your hand (during Wellington subphase ① or when you calculate your wool value shearing your sheep) this is only a "snapshot of that moment in time" at which you cannot use an exchange token or a card that lets you draw from your deck.
- Whenever you play a deck-building or bonus card (that is not a sheep or objective card), you draw a card 🎴 after performing or forfeiting its effect.

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